- space of section Y contains an integer that is either negative or positive or equal to zero; each said integer contained in the spaces of said section Y can be derived by the process of adding eight integers of said section X located perpendicular and at forty-five degree angles to said space of section Y.
- 8. (New)The method described in claim 1, of deriving a playable game board, wherein said section X consists of thirty-two defined square spaces and said section Y consists of 49 defined square spaces; said square spaces of section X contain the integers: 0, +/-1, +/-1, +/-2, +/-3, +/-5, +/-8, +/-13, +/-21, +/-13, +/-8, +/-5, +/-3, +/-2, +/-1, +/-1, 0, -/+1, -/+1, -/+2, -/+3, -/+5, -/+8, -/+13, -/+21, -/+13, -/+8, -/+5, -/+3, -/+2, -/+1, -/+1; wherein said integers preceded by +/- are added as positive integers and said integers preceded by -/+ are added as negative integers, using the process of determining section Y's integers as described in claim 1; said square spaces of section Y contain the integers: 0, 0, 0, 0, 0, 0, 0, 40, 29, 29, 21, 21, 20, 16, 16, 14, 14, 11, 11, 8, 9, 9, 7, 7, 6, 6, 5, 5, -40,-29, -29, -21, -21, -20, -16, -16, -14, -14, -11, -11, -9, -9, -7, -7, -6, -6, -5, -5.
- 9. (New)A method of play, whereby two players may play a board game, comprising the steps of:
 - Having already derived the playing surface by the method described in claim 1; the first step of the method of play, is assigning each player a distinguishable set of playing pieces;
 - b. positioning a plurality of playing pieces from each player's said set of playing pieces on predetermined spaces within said section Y and positioning a plurality of said playing pieces from each player's said set of playing pieces on predetermined spaces within said section X;
 - c. allowing each player, on a turnabout basis, to position one or more pieces on integers in said section X, to create the difference between two or more integers in said section Y, whereby a piece or pieces in section Y can be moved from one space to another, providing another piece does not already occupy that space;

- d. allowing a player to win the game if the said player is the first player to position each said piece, played within section Y, on integers that when added together equal zero.
- 10. (New)The method of play as recited in claim 3; wherein the preferred number of pieces of each player's distinguishable playing set is ten, with eight pieces having their starting position in section Y and two pieces having their starting position in section X; each said playing set being comprised of: three pieces distinguished as circles, two pieces distinguished as triangles, two pieces distinguished as squares, one piece distinguished as a diamond, and two pieces distinguished as arrows; said pieces distinguished as circles having their starting positions on the spaces containing the integers 20, 14, and 14 in said section Y for player one and on the spaces containing the integers -20, -14, and -14 in said section Y for player two; said pieces distinguished as squares having their starting positions on the integers 21 and 21 in said section Y for player one and the integers -21 and -21 in section Y for player two; said pieces distinguished as triangles having their starting positions on the spaces containing the integers 29 and 29 in said section Y for player one and -29 and -29 for player two; each said piece distinguished as a diamond having its starting position on the space containing the integer 40 in said section Y for player one and -40 in said section Y for player two; said pieces distinguished as arrows having their starting positions on the spaces containing integers 0 and 0 in said section X for both player one and player two; each said piece distinguished as a circle and each said piece distinguished as a square may only move vertically and horizontally along the axis of spaces of said section Y; each said piece distinguished as triangle and each said piece distinguished as a diamond may move horizontally, vertically and diagonally along the axis of spaces of said section Y; those pieces distinguished as squares and diamonds may move over a piece blocking the desired path to the next available space, diamond being the only piece that can move diagonally over a piece blocking its path.
 - 11. (New)A method of playing a board game that is comprised of using an integer, found by chance or other means, which is used to create the difference between